



Summer Day Camp Activities

1. **Animal Tending** - goats, cows, horses, chickens
2. **Archery** (30-90 minute activity)
 - A. Teach campers a brief history of archery for hunting, warfare, & sport
 - B. Teach scholars to safely and successfully shoot arrows at a target using a bow
3. **Berry Picking** – Raspberry, Blackberry, & Strawberry (as they ripen)
4. **Blacksmithing** (15-30 minute activity)
 - A. Campers interact with our resident Blacksmith at the forge
 - B. Campers witness casting of musket balls or toy soldiers, as well as forging
5. **Bucket Brigade** and water fight! (15-45 minute activity)
 - A. Campers use canvas buckets in a line to recreate colonial firefighting technique
 - B. Two teams compete to see who can quickly transfer a large quantity of water from one barrel to another, snuffing out their “fire”
6. **Butter Making** (30 minute activity with lesson included)
 - A. Wooden churn demonstration – historical lesson, butter not edible
 - B. Butter making in small glass jars – butter is edible & integrated into daily snack
7. **Camp Water Filtration** (20-30 minute activity)
 - A. Modern, fun look at the preliminary purification process of water for survival
 - B. Transform murky, dirty water into clearer water that could be boiled for drinking
8. **Candle-Dipping** (10 minute lesson, 30-45 minute activity)
 - A. Make your own hand-dipped candle
 - B. Decorate/personalize with flower petals, thorns, leaves, etc.
9. **Games** - 18th century and modern day (15-45 minute activity)
 - A. Keeper of the Flame – incorporate the special KOTF walk into nature hikes
 - B. Trap Ball
 - C. Metal Puzzles
 - D. Game of Graces
 - E. Card Games (“Murder in the Village”, Go Fish, War, etc.)
 - F. Tableau (Ninja)
 - G. Deer Stalker (Red Light Green Light)
 - H. Chess, Checkers, Fox & Geese
10. **Gardening** (10-15 minutes daily)
 - A. Daily watering, occasional weeding & picking of ripe veggies & herbs
 - B. Plant identification & uses



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11. **Gold Panning** (1-4 hour activity, based on the Gold Rush tour)
 - A. Campers get gold fever!
 - B. Conduct a modified Gold Rush tour including: panning, sluice box, assayer, mining, gold fields, & auction.

12. **Hayrides** throughout the week (15-30 minute activity)

13. **Knot Tying** (20-60 minutes)
 - A. Learn 10-12 knots & hitches as a basic introduction to knot tying
 - B. Integrate information regarding piracy/privateering in the American Revolution, sailing knots, etc.
 - C. Discuss the different applications of various knots (e.g. joining ropes of different diameters, ropes of similar diameters)

14. **Making Cordage** (natural string/rope) (10-60 minute activity)
 - A. Make your own cordage from natural fibers & take it home
 - B. Hike to gather material – Cat-tail reed from Freeman’s Orchard
 - C. Learn basic pattern of interlocking fibers & discuss uses of cordage

15. **Mini-Sailboat/Pirate Ship Construction** (30-60 minutes)
 - A. Construct your own mini-sailboat or pirate ship using provided materials
 - B. Race on the lower pond after they’re seaworthy

16. **Nature Hikes / Plant Identification & Uses**
 - A. 3-5 hikes weekly to explore the farm’s features & promote good health
 - B. Teach campers to correctly identify numerous local plants/trees such as: Mullein, Bay Laurel, Stinging Nettle, Mint, Cat-tail, Catnip, Oak, Willow, Apple, Box Elder, Fern, Eucalyptus, Elder, Chamomile, Mallow, Dandelion, Mustard, etc.
 - C. Safely introduce campers to wildlife whenever possible – birds, fish, snakes, etc.
 - D. Teach campers how to approach nature responsibly

17. **Pie Making** – Apple **or** Strawberry (45-60 minute activity)
 - A. Strawberry: campers roll their own crust dough, pick strawberries, core them with plastic knives, mix filling, create a lattice top crust. Take home & enjoy!
 - B. Apple: campers roll their own crust dough, peel their apples, add spices, mix filling, create a unique design on top crust. Take home & enjoy!

18. **Printing Press** (10-30 minute activity)

19. **Quail Calls** (10-15 minute activity)
 - A. Construct your own quail call
 - B. Imitates the sound quail make to draw them nearer or discover their location by inviting them to call back

20. **Quill & Ink Writing** (10 minute lesson, activity time varies)



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- A. Letters/journal entry on parchment paper
 - B. Integrate use of Wax Seal, if available
21. **Tomahawk Throwing** (30-60 minute activity)
- A. Teach history & uses of the tomahawk
 - B. Teach scholars to safely and successfully throw tomahawks at a target
22. **Treasure Hunt/Scavenger Hunt** (60 minute activity)
- A. Pirate-themed activity conducted after several nature hikes featuring plant identification, farm-wide orientation, and historical lessons.
 - B. One Living Historian accompanies each group as they follow their treasure map to collect clues that will lead them to the pirate's booty!
23. **Wood Burning** (20-60 minute activity)
- A. Create your own wooden ID badge
 - B. Will be conducted after safety rules are well-established, and only if all campers conduct themselves responsibly.
24. **Weaving** (15-30 minute lesson, possible week-long activity)
- A. Colonial Hand Looms - for creating take-home projects (hot pad, wristband, etc.)
 - B. Larger Hand Loom Demonstration – may also be used by campers who show interest
 - C. Teach wool card & drop spindle use. (additional 10-15 minute lesson)

Please Note: due to weather and staffing changes, not all activities may be offered in any given week.